

Clean Set of Claims

~~(REINDED)~~
 8. A method of reducing the amount of computations required to create a sound signal representing one or more sounds originating at a plurality of discrete positions in space, where the signal is to be perceived as simulating one or more sounds at one or more selected positions in space with respect to a listener, comprising the steps of:

- Suh D2*
- C /*
- (a) determining a spatial characteristic function for a position in space at which sound originating at a plurality of positions in space is to be received, wherein said characteristic function represents a head-related impulse response;
 - (b) applying said characteristic function as a filter to the signal representing sound to produce a filtered signal; and
 - (c) converting the filtered signal to a sound wave and producing the sound wave for a listener;

wherein the spatial characteristic function is determined for a selected number of N samples and a selected number of M eigen values and wherein the model filter function for an azimuth position θ and an elevation position φ of sound originating in a spherical coordinate system about the position of sound measurement as the origin has the form

$$y(n) = \sum_{m=1}^M \left[\sum_{k=1}^K w_m(\theta_k, \varphi_k) s_k(n) \right] q_m(n), \quad 9(c)$$

where s represents a sound source, K represents the number of independent sound sources, $w_m(\theta, \varphi)$ are the weighting factors, and $q_m(n)$ is a vector representing an orthonormal basis for a head-related impulse function.

(TWICE AMENDED)

16. An apparatus for providing sounds created by a plurality of sound sources to a listener which simulates the origin of each sound at a selected position in space with respect to the listener, comprising:

- (a) an environment input for receiving information concerning a listening environment to be simulated and relative position of a listener;
- (b) a calculator for receiving the information from said environment input, and calculating attenuation and time delays to simulate said environment and said listener position;
- (c) a signal input for receiving a signal representing sound originating at a plurality of positions in space;
- (d) a left channel and a right channel attached to said calculator and receiving said calculation of attenuation and time delay therefrom, and also attached to said signal input and receiving said sound signal from said signal input, each channel comprising:
- (i) a source placement array for filtering said sound signal in accordance with a spatial characteristic function, wherein said spatial characteristic function is a head-related impulse response;
 - (ii) a[n] plurality of eigen filters attached to said source placement array and receiving the signal therefrom, wherein said eigen filters introduce time delays into said signal; and
 - (iii) a signal output for attaching a speaker to the apparatus, attached to said plurality of eigen filters for receiving and summing the signal therefrom.

(NEW)

21. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space, each channel within said apparatus comprising:

at least one delay for delaying a sound source signal;
at least one attenuator for attenuating a sound source signal;
a plurality of filters for filtering said attenuated sound signal;
a plurality of weighting elements to weight said filtered sound signals; and

a summer for summing said filtered sound signals;
wherein said plurality of filters remain constant, with at least one of said at least one delay element, said at least one attenuator, and said plurality of weighting elements adapted to change a perceptive position of said sound source signal to a listener.

(NEW)

22. The plurality of sound sources according to claim 21, comprising:
multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

23. A method for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space, each channel within said apparatus comprising:

delaying a sound source signal;
attenuating a sound source signal;
filtering said attenuated sound signal;
weighting said filtered sound signals; and
summing said filtered sound signals;
wherein said filtered attenuated sound signal remains constant, with at least one of said delayed sound source signal, said attenuated sound source signal, and said weighted filtered sound signals are adapted to change a perceptive position of said sound source signal to a listener.

(NEW)

24. The plurality of sound sources according to claim 23, comprising:
multiple reflections, multiple source without reflections and multiple
source with multiple reflections.

(NEW)

25. An apparatus for efficiently simultaneously processing a
simulation of a plurality of sound signals in a three dimensional space, each
channel within said apparatus comprising:

means for delaying a sound source signal;

means for attenuating a sound source signal;

means for filtering said attenuated sound signal;

means for weighting said filtered sound signals; and

means for summing said filtered sound signals;

wherein said means for filtering said attenuated sound signal
remains constant, with at least one of said means for delaying said sound source
signal, said means for attenuating said sound source signal, and said means for
weighting said filtered sound signals are adaptive to change a perceptive
position of said sound source signal to a listener.

(NEW)

26. The plurality of sound sources according to claim 25, comprising:
multiple reflections, multiple source without reflections and multiple
source with multiple reflections.

(*NEW*)

27. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

a one source multiple reflection sound processor for processing a single sound source having multiple reflections;

a multiple source without reflections sound processor for processing multiple sound sources having no reflections; and

a multiple source multiple reflections sound processor for processing multiple sound sources having multiple reflections;

wherein said apparatus is adaptively able to switch on and off said one source multiple reflection sound processor, said multiple source without reflections sound processor and said multiple source multiple reflections sound processor.

(*NEW*)

28. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space according to claim 27, further comprising:

a set of eigen filters that collectively represent the bases of at least one of head-related transfer functions and head-related impulse responses.

(*NEW*)

29. A method for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

processing a single sound source having multiple reflections;

processing multiple sound sources having no reflections; and

processing multiple sound sources having multiple reflections;

wherein said processed single sound source having multiple reflections, said processed multiple sound sources without reflections and said multiple sound sources having multiple reflections are independently adaptively active.

(*NEW*)

30. [^]The method for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space according to claim 29, further comprising:

eigen filtering representing the bases of at least one of head-related transfer functions or head-related impulse responses.

(*NEW*)

31. [^]An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

a single sound source having multiple reflections processing means for processing a single sound source having multiple reflections;

a multiple sound sources having no reflections processing means for processing multiple sound sources having no reflections; and

a multiple sound sources having multiple reflections processing means for processing multiple sound sources having multiple reflections;

wherein said means for processing a single sound source having multiple reflections, said means for processing multiple sound sources without reflections and said means for processing multiple sound sources having multiple reflections are independently adaptively activated.

(*NEW*)

32. [^]The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space according to claim 31, further comprising:

eigen filtering representing the bases of at least one of head-related transfer functions or head-related impulse responses.

(NEW)

33. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

a spatial feature extraction and regulation modeler for modeling a three dimensional sound;

wherein when a number of sound sources increases, a number of convolutions performed by said spatial feature extraction and regulation modeler is less than a multiple of a total number of sound sources.

(NEW)

34. The plurality of sound signals according to claim 33 comprising:

multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

35. A method for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

modeling a three dimensional sound through a spatial feature extraction and regulation modeler; and

reducing a number of convolutions performed by said spatial feature extraction and regulation modeler by a value that is less than a multiple of a total number of sound sources when a number of sound sources increases.

(NEW)

36. The plurality of sound signals according to claim 35, comprising:

multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

37. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

modeling means for modeling a three dimensional sound through a spatial feature extraction and regulation modeler; and

reducing means for reducing a number of convolutions performed by said spatial feature extraction and regulation modeler by a value that is less than a multiple of a total number of sound sources when a number of sound sources increases.

(NEW)

38. The plurality of sound signals according to claim 37, comprising:

multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

39. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

a processor for processing said plurality of sound signals;

wherein an output of said processor is based on the functions:

$$y(n) = s_1(n) * h(n, \theta_1, \varphi_1) + s_2(n) * h(n, \theta_2, \varphi_2) \quad (8a)$$

$$= s_1(n) * \sum_{m=1}^M w_m(\theta_1, \varphi_1) q_m(n) + s_2(n) * \sum_{m=1}^M w_m(\theta_2, \varphi_2) q_m(n) \quad (8b)$$

$$= \sum_{m=1}^M [w_m(\theta_1, \varphi_1) s_1(n) + w_m(\theta_2, \varphi_2) s_2(n)] * q_m(n) \quad (8c)$$

where $h(n, \theta, \varphi)$ represents head-related impulse responses, $s_x(n)$ represents sound signals at different directions, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)

40. The plurality of sound signals according to claim 39, comprising:

multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

41. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 39, wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

42. A method for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

processing said plurality of sound signals;

outputting based on the functions:

$$y(n) = s_1(n) * h(n, \theta_1, \varphi_1) + s_2(n) * h(n, \theta_2, \varphi_2) \quad (8a)$$

$$= s_1(n) * \sum_{m=1}^M w_m(\theta_1, \varphi_1) q_m(n) + s_2(n) * \sum_{m=1}^M w_m(\theta_2, \varphi_2) q_m(n) \quad (8b)$$

$$= \sum_{m=1}^M [w_m(\theta_1, \varphi_1) s_1(n) + w_m(\theta_2, \varphi_2) s_2(n)] * q_m(n) \quad (8c)$$

where $h(n, \theta, \varphi)$ represents head-related impulse responses, $s_x(n)$ represents sound signals at different directions, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

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(NEW)

43. The plurality of sound signals according to claim 42, comprising:
multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

44. The method for efficiently simultaneously processing a simulation of a plurality of sound signals, wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

45. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

processing means for processing said plurality of sound signals;

outputting means for outputting based on the functions:

$$y(n) = s_1(n) * h(n, \theta_1, \varphi_1) + s_2(n) * h(n, \theta_2, \varphi_2) \quad (8a)$$

$$= s_1(n) * \sum_{m=1}^M w_m(\theta_1, \varphi_1) q_m(n) + s_2(n) * \sum_{m=1}^M w_m(\theta_2, \varphi_2) q_m(n) \quad (8b)$$

$$= \sum_{m=1}^M [w_m(\theta_1, \varphi_1) s_1(n) + w_m(\theta_2, \varphi_2) s_2(n)] * q_m(n) \quad (8c)$$

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where $h(n, \theta, \varphi)$ represents head-related impulse responses, $s_x(n)$ represents sound signals at different directions, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)

46. The plurality of sound signals according to claim 45, comprising:
multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

47. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 45, wherein:
said plurality of eigen filters is of a range from 3 to 16.

(NEW)

48. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

a processor for processing said plurality of sound signals rendered from a one ear output signal which is the summation of each source convoluted with respective head-related impulse responses;

wherein an output of said processor is based on the functions:

$$y(n) = s_1(n) * h(n, \theta_1, \varphi_1) + s_2(n) * h(n, \theta_2, \varphi_2) + \dots + s_k(n) * h(n, \theta_k, \varphi_k) \quad (9a)$$

$$= \sum_{k=1}^K s_k(n) * \sum_{m=1}^M w_m(\theta_k, \varphi_k) q_m(n) \quad (9b)$$

$$= \sum_{m=1}^M \left[\sum_{k=1}^K w_m(\theta_k, \varphi_k) s_k(n) \right] * q_m(n). \quad (9c)$$

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where k represents independent sound sources at different spatial locations, $h(n, \theta, \varphi)$ represents head-related impulse responses, $s_x(n)$ represents sound signals at different directions, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)

49. The plurality of sound signals according to claim 48, comprising:
multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

50. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 48, wherein:
said plurality of eigen filters is of a range from 3 to 16.

(NEW)

51. A method for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

processing said plurality of sound signals rendered from a one ear output signal which is the summation of each source convoluted with respective head-related impulse responses;

outputting based on the functions:

$$y(n) = s_1(n) * h(n, \theta_1, \varphi_1) + s_2(n) * h(n, \theta_2, \varphi_2) + \dots + s_k(n) * h(n, \theta_k, \varphi_k) \quad (9a)$$

$$= \sum_{k=1}^K s_k(n) * \sum_{m=1}^M w_m(\theta_k, \varphi_k) q_m(n) \quad (9b)$$

$$= \sum_{m=1}^M \left[\sum_{k=1}^K w_m(\theta_k, \varphi_k) s_k(n) \right] * q_m(n). \quad (9c)$$

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cont

where k represents independent sound sources at different spatial locations, $h(n, \theta, \varphi)$ represents head-related impulse responses, $s_x(n)$ represents sound signals at different directions, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)

52. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 51, wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

53. The plurality of sound signals according to claim 51, comprising:
multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)

54. An apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals in a three dimensional space comprising:

processing means for processing said plurality of sound signals rendered from a one ear output signal which is the summation of each source convoluted with respective head-related impulse responses;

outputting means for outputting based on the functions:

$$y(n) = s_1(n) * h(n, \theta_1, \varphi_1) + s_2(n) * h(n, \theta_2, \varphi_2) + \dots + s_k(n) * h(n, \theta_k, \varphi_k) \quad (9a)$$

$$= \sum_{k=1}^K s_k(n) * \sum_{m=1}^M w_m(\theta_k, \varphi_k) q_m(n) \quad (9b)$$

$$= \sum_{m=1}^M \left[\sum_{k=1}^K w_m(\theta_k, \varphi_k) s_k(n) \right] * q_m(n). \quad (9c)$$

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where k represents independent sound sources at different spatial locations, $h(n, \theta, \varphi)$ represents head-related impulse responses, $s_x(n)$ represents sound signals at different directions, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)

55. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 54, wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

56. The plurality of sound signals according to claim 54, comprising:
 multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)
 57. An apparatus for efficiently processing a one source sound signal to simulate a three dimensional sound signal comprising:

a processor for processing said one source sound signal;

wherein an output of said processor is based on the functions:

$$y_L(n) = s(n) * \sum_{m=1}^M w_m(\theta_L, \varphi_L) q_m(n), \quad (10)$$

$$= \sum_{m=1}^M [w_m(\theta_L, \varphi_L) s(n)] * q_m(n), \quad (10a)$$

$$= \sum_{m=1}^M [s(n) * q_m(n)] w_m(\theta_L, \varphi_L), \quad (10b)$$

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 where, $s(n)$ represents a sound signal, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)
 58. The plurality of sound signals according to claim 57, comprising:

multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)
 59. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 58, wherein:

said plurality of eigen filters is of a range from 3 to 16.

(*NEW*)
 60. A method for efficiently processing a one source sound signal to simulate a three dimensional sound signal comprising:

processing said one source sound signal;

outputting based on the functions:

$$y_L(n) = s(n) * \sum_{m=1}^M w_m(\theta_L, \varphi_L) q_m(n), \quad (10)$$

$$= \sum_{m=1}^M [w_m(\theta_L, \varphi_L) s(n)] * q_m(n), \quad (10a)$$

$$= \sum_{m=1}^M [s(n) * q_m(n)] w_m(\theta_L, \varphi_L), \quad (10b)$$

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 where, $s(n)$ represents a sound signal, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(*NEW*)
 61. The plurality of sound signals according to claim 57, comprising:
 multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(*NEW*)
 62. The method for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 60, wherein:
 said plurality of eigen filters is of a range from 3 to 16.

(NEW)
63. An apparatus for efficiently processing a one source sound signal to simulate a three dimensional sound signal comprising:

processing means for processing said one source sound signal;
outputting means for outputting based on the functions:

$$y_L(n) = s(n) * \sum_{m=1}^M w_m(\theta_L, \varphi_L) q_m(n), \quad (10)$$

$$= \sum_{m=1}^M [w_m(\theta_L, \varphi_L) s(n)] * q_m(n), \quad (10a)$$

$$= \sum_{m=1}^M [s(n) * q_m(n)] w_m(\theta_L, \varphi_L), \quad (10b)$$

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where, $s(n)$ represents a sound signal, $w_m(\theta_x, \varphi_x)$ represents weight functions, $q_m(n)$ represents eigen filters, and M represents the dimensions of a subspace.

(NEW)
64. The plurality of sound signals according to claim 63, comprising:
multiple reflections, multiple source without reflections and multiple source with multiple reflections.

(NEW)
65. The apparatus for efficiently simultaneously processing a simulation of a plurality of sound signals according to claim 63, wherein:
said plurality of eigen filters is of a range from 3 to 16.

(*NEW*)
66. A method of producing a 3D sound with reduced computations with binaural or speaker presentations with which multiple independent sound sources and reflections of independent sound sources are summed together to create a synthesized 3D audio scene with improved speed and efficiency, comprising the following steps:

- (a) determining a set of M eigen filters representing at least one of a measured head-related transfer functions (HRTFs) or head-related impulse responses HRIRs;
- (b) determining a set of M spatial characteristics functions (SCFs) linearly combined with said eigen filters to reproduce at least one of said measured HRTFs, and said HRIRs;
- (c) interpolating at least one of said HRTFs and said HRIRs in directions where a measurement was not made; and
- (d) for each source, said multiple independent sound sources or reflections of independent sound sources, introducing at least one of a delay and a weight;
- (e) three dimensionally positioning at least one of said multiple independent sound sources or reflections of independent sound sources by adapting said weight and said delay by a multiple, said multiple derived from sample values of spatial characteristic functions (SCFs) samples obtained through evaluating SCFs at an azimuth and an elevation intended for said source to be positioned. 2xM sub-signals are generated at the end of this step;
- (f) for K independent and dependent sound sources, repeat steps (d) through (e) to generate 2xKxM sub-signals; and
- (g) convolving said sub-signals with 2xM eigen filters to generate 2xM signals, said 2xM signals further regrouped into 2 binaural signals for a left ear and a right ear presentation.

(*NEW*)
67. The method of producing a 3D sound according to claim 66,

wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

68. An apparatus for producing a 3D sound with reduced computations with binaural or speaker presentations with which multiple independent sound sources and reflections of independent sound sources are summed together to create a synthesized 3D audio scene with improved speed and efficiency, comprising the following steps:

a first determiner determining a set of M eigen filters representing at least one of a measured head-related transfer functions (HRTFs) or head-related impulse responses HRIRs;

a second determiner determining a set of M spatial characteristics functions (SCFs) linearly combined with said eigen filters to reproduce at least one of said measured HRTFs, and said HRIRs;

an interpolator interpolating at least one of said HRTFs and said HRIRs in directions where a measurement was not made;

at least one of a delayer and a weighter for at least one of each source, said multiple independent sound sources and reflections of independent sound sources;

a positioner three dimensionally positioning at least one of said multiple independent sound sources or reflections of independent sound sources by adapting said weight and said delay by a multiple, said multiple derived from sample values of spatial characteristic functions (SCFs) samples obtained through evaluating SCFs at an azimuth and an elevation intended for said source to be positioned. 2xM sub-signals are generated at the end of this step;

a repeater repeated utilization for K independent and dependent sound sources said delayer and weighter and said positioner to generate 2xKxM sub-signals; and

a convolver convolving said sub-signals with 2xM eigen filters to generate 2xM signals, said 2xM signals further regrouped into 2 binaural signals for a left ear and a right ear presentation.

(NEW)

69. The apparatus for producing a 3D sound according to claim 68, wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

70. An apparatus for producing a 3D sound with reduced computations with binaural or speaker presentations with which multiple independent sound sources and reflections of independent sound sources are summed together to create a synthesized 3D audio scene with improved speed and efficiency, comprising the following steps:

a first determiner means for determining a set of M eigen filters representing at least one of a measured head-related transfer functions (HRTFs) or head-related impulse responses HRIRs;

a second determiner means for determining a set of M spatial characteristics functions (SCFs) linearly combined with said eigen filters to reproduce at least one of said measured HRTFs, and said HRIRs;

an interpolator means for interpolating at least one of said HRTFs and said HRIRs in directions where a measurement was not made;

at least one of a delayer means and a weighter means for at least one of each source, said multiple independent sound sources and reflections of independent sound sources;

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a positioner means for three dimensionally positioning at least one of said multiple independent sound sources or reflections of independent sound sources by adapting said weight and said delay by a multiple, said multiple derived from sample values of spatial characteristic functions (SCFs) samples obtained through evaluating SCFs at an azimuth and an elevation intended for said source to be positioned. 2xM sub-signals are generated at the end of this step;

a repeater means for repeated utilization for K independent and dependent sound sources said delayer means and weighter means and said positioner means to generate 2xKxM sub-signals; and

a convolver means for convolving said sub-signals with 2xM eigen filters to generate 2xM signals, said 2xM signals further regrouped into 2 binaural signals for a left ear and a right ear presentation.

(NEW)

71. The apparatus for producing a 3D sound according to claim 70,
wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

72. An apparatus producing a three dimensional sound comprising:
a set of M eigen filters derived from measuring at least one of a
head related transfer functions (HRTFs) or head related impulse response
(HRIRs) with independence of location of a source;
a set of M delays, multipliers, and spatial characteristic function
(SCF) weights;

a set of M combiners;

a summer and regrouper, one said summer and said regrouper for
each sound of a sound destination.

(NEW)

73. The apparatus for producing a 3D sound according to claim 72,
wherein:

said plurality of eigen filters is of a range from 3 to 16.

(NEW)

74. A method for producing a three dimensional sound comprising:
deriving a set of M eigen filters from measuring at least one of a
head related transfer functions (HRTFs) or head related impulse response
(HRIRs) with independence of location of a source;
setting M delays, multipliers, and spatial characteristic function
(SCF) weights;

combining a set of M sounds;

summing and regrouping, summing and regrouping for each sound
of a sound destination.

(NEW)

75. The method of producing a 3D sound according to claim 74,
wherein:

said plurality of eigen filters is of a range from 3 to 16.

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76. A method for producing a three dimensional sound comprising:
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deriving means for deriving a set of M eigen filters from measuring  
at least one of a head related transfer functions (HRTFs) or head related impulse  
response (HRIRs) with independence of location of a source;

setting means for setting M delays, multipliers, and spatial  
characteristic function (SCF) weights;

combining means for combining a set of M sounds;

summing means and regrouping means for each sound of a sound  
destination.

(*NEW*)

77. The apparatus for producing a 3D sound according to claim 68,  
wherein:

said plurality of eigen filters is of a range from 3 to 16.

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